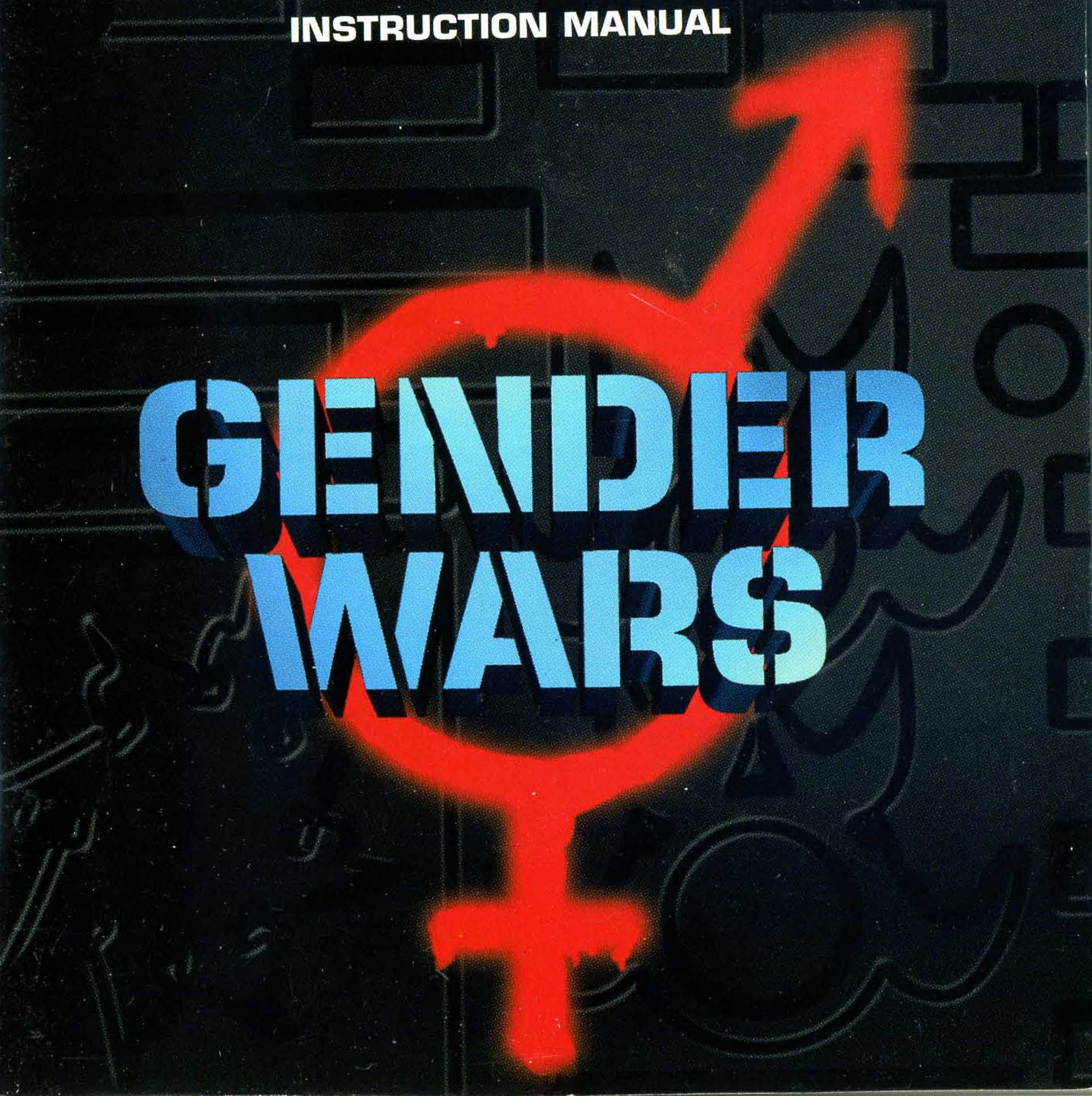
INSTRUCTION MANUAL



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System Requirements

- MS-DOS® 6.0. Windows® 95 compatible
- Requires 16 MB RAM for Windows 95. Requires 8 MB RAM for DOS
- 486 DX/33 or higher
- CD ROM Drive. Double speed or better recommended
- Requires 20 MB free Hard Drive space
- VGA graphics. VESA driver required for SVGA Graphics
- Supports SoundBlaster™ and 100% compatible cards
- Requires Mouse

Installation

Windows 95 Installation:

Gender Wars supports Windows 95 Autoplay, so all you have to do is insert the CD into your CD-ROM drive. If you are playing for the first time, just follow the onscreen prompts to install the game.

If you need additional information and advice on installation read the Readme file on the CD. To do this, simply double-click the Readme icon.

The installation only needs to run once, so the next time you insert the CD, the game will run and start up automatically.

If Autoplay does not function, click Start, then Run..., and then select the Install icon on your CD-ROM drive (typically Drive D).

The installation program creates a GENDER WARS icon on the desktop (screen) of your computer. You can click on this icon to start the game.

MS-DOS® & Windows 3.x Installation

1. Start up your computer as normal but do not run Windows. If your computer automatically runs Windows at start up, you should shutdown and exit Windows completely, then wait until the DOS command prompt appears C:\>.

You will need to have the 'MSCDEX' CD-ROM extensions installed on your computer to be able to access and play the GENDER WARS CD. Please refer to your copy of the MS-DOS user manual for further information on the 'MSCDEX' CD-ROM extension.

2. Insert the GENDER WARS game CD into the CD-ROM drive and change to the CD drive – typically drive D – by typing D: followed by [Enter].

3. Type install followed by Enter.

Follow the on-screen instructions. Additional information and advice on installation can be found in the text file (readme.txt) on the CD. The installation program will create a directory ("gw") on your hard disk. If this directory has been removed or renamed, you will need to run the installation program again. To start the game, type cd\gw followed by Enter, then type gw followed by Enter.

Troubleshooting

If you have problems installing GENDER WARS, first check that your system meets the minimum requirements needed to run the game. Also check that your computer is

using compatible versions of the operating system and driver software. The compatible versions are indicated in the first and second sections of this instruction guide which tell you about equipment and loading the software.

I don't have enough memory to run GENDER WARS.

If your computer is running Windows 95, exit any applications then click on the GENDER WARS icon on the desktop. The system icon in the control panel menu will indicate how much memory is available on your computer. You need at least 7680 Kbytes of free memory to run GENDER WARS. Please refer to your Windows 95 user manual for more information on memory configuration.

If your computer is running MS-DOS, you can find out how much free memory you have available by using the MS-DOS utility called mem. Type mem followed by Enter for the memory configuration of your computer.

Your computer needs at least 8 MB of memory as GENDER WARS uses 560 Kbytes of conventional RAM and a minimum of 7.0 MB of EMS/XMS RAM.

Your MS-DOS user manual contains a section on memory management. This describes how you can move elements of your computer's software configuration to an alternative section of RAM to free up conventional memory or EMS/XMS RAM. In some cases it may be necessary to create a special boot disk to bypass any memory-intensive drivers (which are no needed to run GENDER WARS). Refer to your MS-DOS user manual for further information on creating a boot disk.

The game runs slowly in the high resolution display setting.

If you are running Windows 95, exit any other applications you may have running in the background, then click on the GENDER WARS icon on the desktop.

You should also check that you have VESA compatible video drivers. Some incompatible video drivers can affect the speed performance of your video card. Contact the card manufacturer to obtain a set of compatible drivers for your video card.

Not all computers are fast enough to run GENDER WARS in high resolution. For best results, your computer should have a fast video card, with local bus or PCI interface, and a fast processor such as a 486/DX-66, DX-100 or Pentium. If you are running GENDER WARS on a lesser-equipped computer, you may need to run the game in the standard VGA display setting.

The sound is not working.

GENDER WARS supports the following sound cards:

SoundBlaster™ – Pro, 16, AWE32,
Gravis – Ultrasound & Ultrasound Max,
Microsoft® Sound System,
ESS 488/688 Audiodrive,
Pro Audio Spectrum,
Sound Master II,
Adlib Gold 1000/2000,
Adlib Digitized
Roland RAP-10,
Ensoniq Soundscape,
Covox Speech Thing,
TB Multisound,
or any other sound card that is 100% compatible.

If your sound card does not appear in the list, it may not be compatible with GENDER WARS. The configuration of your sound card is checked each time you start up the game. But you will have to return to the installation program if you want to alter the hardware settings or replace your original sound card for another card in the list.

If you don't hear any sound and your computer is fitted with a sound card shown in the list, then try changing the hardware settings using the install program. If your card appears in the list, please make sure that you disable any sound card emulation software as it is best to use your sound card in its native mode.

The high resolution display setting is not working.

GENDER WARS will not run on the high resolution display setting with a standard VGA card, so please check the documentation for your video card to find out if it supports a SVGA display.

You should also check that you have VESA-compatible video drivers. Contact the manufacturer to obtain a set of compatible drivers for your video card. Or you can try repeating the installation in an attempt to install a set of replacement VESA compatible video drivers. You would also need to return to the install program if you have changed the video card since installing the game.

My PC freezes during the sound test.

Your machine may freeze and lock-up during the sound test if any of the PORT, IRQ & DMA values do not match those of your sound card. The installation program will let you override the settings that it has detected. Choose the correct model of sound card as normal and check carefully the 3 different hardware settings. If these do not match the configuration of your soundcard and select the change option that appears below the PORT, IRQ & DMA values. You will then be presented with a series of 3 menus allowing you to choose the correct values for PORT, IRQ & DMA settings.

I cannot access the menu buttons, move the pointer or control the characters.

Check that your mouse is Microsoft compatible and that your computer has been loaded with compatible driver software.

Technical Support

If you have checked the hardware and software configurations and read the troubleshooting section, but you are still having problems, turn to the technical support section at the back of this manual for more assistance.

A Brief History

"A Tale Of Two Genders"

by Ms. Fiona Brennan

In these enlightened times it is difficult to imagine a world where men believed in equality, but there was a bizarre period in our early history when mankind was deluded enough to compare itself to womankind. Someone once wrote that "Men lack the mental ability to understand their own mental inadequacy." and nothing illustrates this idea better than man's attempts to seize power over women.

Journey back with us to the year 2165. Men had just noticed the threat to their dominance and attempted to salvage the situation. In an ill-considered good-will gesture that merely sped up their inevitable downfall, they removed all remaining barriers to women occupying positions of authority and opened the floodgates for a deluge of female leaders to take control. In a few years, women were heading up major corporations, winning presidential elections, and displacing male 'leadership' in all walks of life.

Despite their limited intelligence, the men became aware that all was not well, and unhappy that they were now perceived as second class citizens. In a simplistic but forceful backlash, the men attempted to regain their former supremacy, adopting a separatist mentality (which was understandably well-received by the women). For several years, the divided co-existence continued, with the unification of church and governmental authority giving rise to two new leaders; the Matriarch (the head of the female society, and true source of power) and the Patriarch (the loudest and most belligerent member of the males' primitive hierarchy). Presided over by individual leaders of their own gender, women and men enjoyed a fragile peace, with the male society feeling less threatened and inadequate, while the female society demonstrated its superiority by exercising tolerance and restraint. Although it was by no means fairly balanced, this new order seemed likely to flourish until, in 2211, the world was rocked by news of an event that would lead to an irreversible change in the course of history.

During a gathering of the Female-Male Senate in early 2211, an assassination attempt was made against both the Matriarch and the Patriarch. The identity of the assailant was never discovered and, miraculously, neither the Matriarch or the Patriarch was harmed in the incident. Within hours, male groups were unjustly accusing females of planning the whole thing, while the majority of women countered with allegations of their own, saying that if it had been a female attack, it would have succeeded!

The fact that the assassination was bungled certainly seemed to implicate the men, but it was not sufficient evidence to take retaliatory action. Instead, the Matriarch instituted a massive investigation to identify who was responsible (the Patriarch, having no plan of his own, supported this action) and soon two Departments of Inquiry were trying to find proof that would implicate the other side.

The following years came to be known as the New Inquisition, with merciless investigators using any and all methods to extract information from their suspects. Before long, it became clear that the male inquisitors were only interested in hearing what they wanted to hear, whether it was the truth or not. Reports of male atrocities led to female retaliation, initially on a small scale, then escalating. Public pressure was growing on both sides, but neither investigation was any closer to finding the assassin,

and the media focus was now shifting to the undeclared war that was raging between supporters of the Matriarch and Patriarch.

Within a year, major cities found themselves forced to pledge allegiance to the female or male side, and entire countries followed soon after. As the conflict gradually decimated the earth, huge underground cities were constructed by both sides as a new refuge for their respective people. Families were split apart, as women and men abandoned each other on a global scale and fled to safety. Whipped up into a state of global hysteria, men and women set out to systematically wipe each other off the face of the planet. The GENDER WARS had begun.

The Matriarch quickly identified that conventional warfare was ineffective, as the huge underground cities were all but impervious to missile or air attack. The solution was to demilitarize the enormous armies, keeping only an elite force and focusing the investment of training and resources on them. Elaborate schemes were implemented to acquire the information needed to gain access to enemy cities, and small squads of the elite troops would be sent in to destroy strategic military targets, steal reproductive materials or rescue prisoners of war from a life of slavery. The men took some time to understand the Matriarch's change in tactics, but within months they were striking back in copy-cat attacks.

Although the female forces were obviously of a superior quality, the male armies had the advantage of greater numbers, and the war raged on for years, with the balance of power swinging back and forth. Neither side could retain the upper hand until, after decades of fighting, both sides concentrated everything they had into an all-out assault on each other's capital cities. This was going to be the decisive last battle in the GENDER WARS, with the stakes being the total elimination of the other sex.

The result was one that the loser never really expected....

"Get Back In The Kitchen!"

by Stewart McManus

It's hard to believe that women were once the dominant gender – that we'd ever have allowed them to be in charge – but there was a time when apparently they had a go at running things! Sounds like a recipe for disaster? You ain't heard nothing yet!

The year is 2165. Men are growing weary of the constant nagging from the female quarter for greater representation, greater control, and greater everything else. Being charitable, the male leaders thought that a token gesture wouldn't be out of order and, in the pursuit of peace and quiet, allowed certain women to be the figure-heads of important organizations. As usual, the women were ungrateful and, in true give-'em-an-inch-and-they'll-take-a-mile fashion, the newly appointed female leaders started a political revolution and the men had to engineer the appointment of the first female Pope to quieten them down!

Obviously we couldn't allow the situation to continue forever. Giving in to some of the women's demands was meant to calm them down, but if that wasn't working then there was no reason why men shouldn't take back some of the power that was rightly theirs. Not wanting to make matters worse, men wisely adopted a separatist mentality. The growing division between men and women served to unify the church and the government, albeit briefly before the new ruling body split into two senate systems, with the males following the decisive leadership of the Patriarch and the women flocking around their Matriarch (the nearest thing they had to a leader).

Presided over by individual leaders of their own gender, men and women enjoyed a fragile peace, with the female society allowed to make its own mistakes while the male society quietly got on with the more important business of running things. Although it was far from ideal, this new order seemed to be working until, in 2211, the world was rocked by news of an event that would lead to an irreversible change in the course of history.

During a gathering of the Male-Female Senate in early 2211, an assassination attempt was made against both the Patriarch and the Matriarch. The identity of the assailant was never discovered and, miraculously, neither the Patriarch or the Matriarch were hurt. Within hours, hysterical female groups were making wild accusations, suggesting that the whole thing was engineered by men! Men looked at the indecisive and clumsy style of the failed attack and understandably suspected that this was the work of women!

The following years came to be known as the New Inquisition, with merciless investigators using any and all methods to extract information from their suspects. Before long, it became clear that the cruel female inquisitors were only interested in hearing what they wanted to hear, whether it was the truth or not. Reports of female atrocities led to justified male retaliation, initially on a small scale, then escalating. Public pressure was growing on both sides, but neither investigation was any closer to finding the assassin, and the media focus was now shifting to the undeclared war that was raging between supporters of the Patriarch and the Matriarch.

Within a year, major cities were forced to pledge allegiance to the male or female side, and entire countries followed soon after. As the conflict gradually decimated the earth, huge underground cities were constructed as a new refuge for their respective people. Families were split apart, as men and women abandoned each other on a global scale and fled to safety. It was clear that neither side would back down, and so it was that men and women set out to systematically wipe each other off the face of the planet. The GENDER WARS had begun.

The conflict continued, and the Patriarch's keen military mind quickly identified that conventional warfare was ineffective, as the huge underground cities were all but impervious to missile or air attack. The solution was to demilitarize the enormous armies, keeping only an elite force and focusing the investment of training and resources on them. Elaborate schemes were implemented to acquire the information needed to gain access to enemy cities, and small squads of the elite troops would be sent in to destroy strategic military targets, steal reproductive materials or rescue prisoners of war from a life of slavery. At first, women missed the significance of this change of tactics, but eventually started hitting back with copy-cat attacks.

Although the male forces were obviously of a superior quality, the female armies had the advantage of greater numbers, and the war raged on for years, with the balance of power swinging back and forth. Neither side could retain the upper hand until, after decades of fighting, both sides concentrated everything they had into an all-out assault on each other's capital cities. This was going to be the decisive last battle in the GENDER WARS, with the stakes being the total elimination of the other sex.

The result was one that the loser never really expected....

A Quick Start into the Game

There are a few choices you have to make before you can get straight into the game. You will have to choose which side you want to play for. Are you going to *grapple with the men* or *go up against the women*. Are you a man or a ....

However, first things first. Move the pointer to the new game icon on the Gender Wars menu and click the left mouse button.

The next screen shows two soldiers face to face. Move the pointer over the soldier whose side of the battle you want to take, then click the left mouse button. For those people who can't tell the difference between a man and a woman, the men are playing in red and the women in white.

This will take you to the mission command console. As you move the pointer around, you can see text pop up over the active spots on your main command console. Click on one of these hot spots, if you want to explore. You can return to the command console by clicking on the exit button that appears in the bottom right hand corner of each screen off the main console.

You need to pick your squad of troops and arm them with weapons and equipment before you send them off on their mission, so click on the squad selection hot spot. The intricacies of troop selection for your squad are explained later in the manual, but for now, just choose one squad leader and 3 other soldiers. All of your soldiers will be given an energy shield and the standard issue machine gun with an unlimited supply of ammunition.

You might not survive for too long but you will have fun shooting things. Careful choice and arming of troops for the missions gives you a much better chance of success. So work out some of that aggression, then return to this point in the guide to find out more about squad selection, training and equipping you troops.

Right now, you can go straight into the mission. Click on the enter mission hot spot and get stuck in to the opposition.

Controls – how to move and fire

You move your soldiers by using the mouse. Click the left mouse button somewhere on the screen, and your squad leader will run toward that spot and stop when he/she gets there. The rest of the squad will follow, although they might also start firing at anyone or anything else in your vicinity.

You can also make your squad leader shoot at a target by using the mouse. The gun site will change to a square as you position the pointer over the target. Press the right mouse button to fire.

The reference card gives you a summary of the controls.

You can strafe the enemy soldiers and buildings by holding down the right mouse button while moving the pointer around. Be careful not to shoot your own soldiers.

Playing the Missions

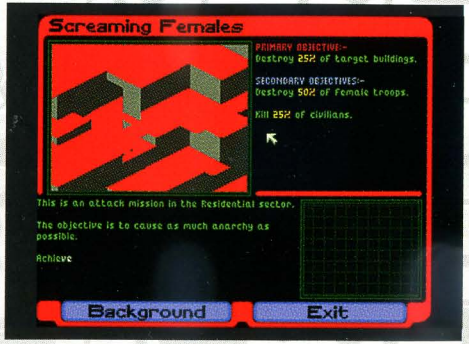
This war has turned into a grudge match, with old scores to settle. Families have been split down the middle for generations. Husbands no longer have wives to clean up for them, and brothers don't have little sisters to annoy. Could this be the end of family life forever? You need to conquer all 14 missions and defeat the enemy so that humankind can restore some sanity to the population.

The Briefing

Each mission is preceded by the briefing instructions, which inform you of your objectives and targets for the coming battle.

Choose the briefing hot spot from the command console to listen to the briefing officer. This is when you decide on your strategy for the mission. Will it be a stealth mission, an attack mission or a defensive mission? Your decision will determine which soldiers to send and what equipment they will need. Watch for any special instructions in the briefing, advising you to take specific weapons with you.

During the briefing try to plot your route using the reconnaissance maps and background information gathered from local knowledge. The briefing officer will point out where the targets are on the map as well as the drop off and pick up points.



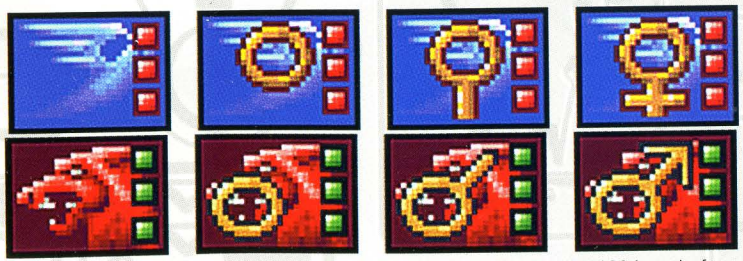
You have access to the briefing information while you're in battle, through the communications link in the control panel. You can also get additional background information on the mission if you click on the background button at the bottom left of the screen. Press the information button to go back and listen to the briefing details again. Press the exit button at the bottom right corner of the screen when you have all the information you need.

Squad selection

After listening to the briefing instructions and deciding on your strategy, you will need to choose the right people for the job. To do this, you need to select the Squad selection hot spot back at the mission command console.

The lower right quarter of the screen shows the names of the soldiers in your army. You may have selected some for training, in which case they will be busy and not available for the next mission.

Click on a soldier's name and his/her picture and details appears in the box at upper right, showing stats for shooting accuracy (ACC), fighting intelligence (INT), reaction time (RCT), aggression (AGG), and rank.



(Female and Male ranks from "Rookie" up to "Squad Leader")

Use the scrollbar and buttons at the right edge of the list to scroll through the full roster of names.

A medal next to a soldier's name indicates that he/she has outstanding ability as a sharp shooter (SS), a great thinker (GT), has lightning reactions (LR), or is an out and out berserker (BZ).

Selecting your people

To select a soldier for the mission, click his/her name on the list, click one of the empty boxes on the left side of the screen, then click on the box in the top right corner of the screen. If you change your mind about a particular soldier, you can put him/her back and make way for someone else. Just click the right button on their details shown in the boxes down the left hand side of the screen.

There is room for only four soldiers on the transport shuttle, so your squad is limited in size. But you don't have to fill up all the places if you think that a smaller group stands a better chance of going in undetected. The four boxes on the left side of the screen show the troops that you have selected for the mission.

You must have a squad leader among your troops to head up each mission. If you manage to kill all your squad leaders, you won't be able to enter another battle and the game will be over. If you succeed in getting some of your soldiers through a mission without getting them killed, they will eventually rise through the ranks toward squad leader. The better they perform, the sooner they will reach the rank of squad leader.

The person for the job – a few tips

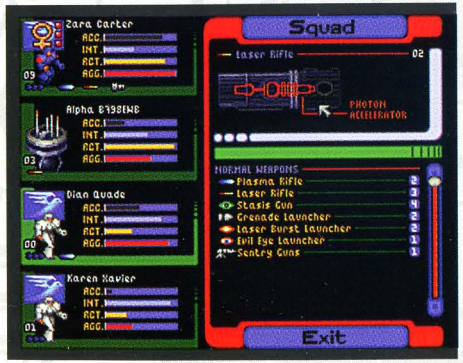
If you're embarking on a stealth mission, choose soldiers with a low level of aggression. You don't want any of your team running off and starting a fight while the rest of your troops creep through the shadows. Equally, you don't want any of your soldiers hiding behind you when you're trying to stand your ground, so choose

more aggressive soldiers for defensive missions. A good rule is to pick troops with high levels of intelligence, accuracy and reaction. Of course, anyone who's stupid or weak could be used as a sacrificial lamb and sent in to engage a tough opponent.

Arming your soldiers – equipment

Each soldier is given a standard issue machine gun with an unlimited supply of ammunition, so your squad can always fire back when attacked. It's up to you to choose the other weapons for your squad.

Go to the Squad selection monitor on the main command console and click on the equip button on the top right of the screen to display the inventory of weapons in the arsenal. The soldiers in your mission are displayed on the left of the screen. Use the scrollbar and buttons to the right of the list to see the full arsenal of weapons. The number to the right of each name shows how many of that particular weapon are still left in the arsenal.



The two digit number below the soldier's rank shows how much he/she can carry. This number decreases as you give him/her more weapons.

If you click on the name of a weapon, the details and weight appear in the box at the upper right of the screen.

When you've decided on a weapon, choose the weapon from the list, click on the left of the screen and choose the

soldier to give it to, then click on the picture of the weapon in the top right quarter of the screen. A small icon of the weapon appears underneath the chosen soldier. If you change your mind, just click the right button on the small icon to return it to the arsenal.

The weapons fall into two distinct groups – those that run off energy and those that require ammunition. The energy based weapons charge up from energy stores that each soldier carries in his armored suit. Weapons that fire ammunition come with a limited supply and could run out before the end of the mission. The energy stores will also run out through excessive use or damage to the soldier's suit, but there are charge up points located inside the missions to replenish the energy levels.

The full list of weapons appears on the reference card.

Some weapons are suited to a particular type of mission. The more destructive weapons, such as the sentry guns and laser burst launchers, are great for defensive and attacking missions but would bring out swarms of enemy soldiers in a stealth mission. The stasis weapon that disables the opposition quietly and mine launchers that have a delayed explosion are recommended for more covert operations.

When you have finished, click on the exit button at the lower right corner of the screen to return to the mission command console.

Training your troops

You can improve the odds by sending away your young prospects for training.

They will gain in ability, shooting straighter and reacting more quickly to the opposition. These young trainees will be better equipped for battle and this should help them progress faster up the ranks,.

From the mission command console, pick the training hot spot. The left side of the screen shows the names of the soldiers who are undergoing training. If there are

soldiers training, the single digit below the rank and to the left of their names will show the number of missions that each soldier still has left to run on their current training session.

The right hand side of the screen shows a list of soldier's names who have not been picked for battle and are not already busy training. Use the scrollbar and buttons at the left hand edge of the list to see the rest of the soldiers. The names of the soldiers are accompanied by their rank on the left and a single digit to the right. This digit shows the number of missions that the soldier will undergo during training. You can increase or decrease the number of training missions by clicking the buttons on either side of the digit. If you change your mind about sending one of your soldiers off for training, set the number back to zero. Their training session starts at the same time as the next mission, so be careful to coordinate training so it does not interfere with the next . Once they are off training, you won't be able to call them back, even if your squad gets wiped out and they're the last ones alive.

Trainees benefit from their colleagues who join them in training. The quality of training for the new recruits improves when they are accompanied by a senior ranking soldier. But remember that your senior soldier will not be available for duty until he/she finishes training. Places are strictly limited to a maximum of 10 soldiers in training at any one time.

Lots of Options

The Options hotspot from the mission command console lets you adjust the sound and display settings, save your game, and restart or quit.

Volume: Adjust the volume of the music and sound effects by dragging the center button on each slider bar.

Mouse sensitivity: Adjust mouse sensitivity using the same technique. With a low setting the mouse needs to travel further to move the pointer on screen, while with a high setting the pointer travels further with the same mouse movement.

Sound Channels: Controls the level of sound detail in the game. You might want to lower this setting if the game starts to run slowly.

Control Scene FMV: Controls the display of video sequences before the start of each mission. The FMV will be played when this option is switched on. When this option is off the FMV sequences will not be played, making it faster to step between the monitor screens and the mission command console.

High Resolution Graphics: Controls the size of the game display. When this is switched on the screen size during the missions will be set to the high resolution display setting at 640 x 480. If this is switched off the screen size will revert to the standard size of 320 x 200. You might not be able to switch this on if your computer cannot display the high resolution setting.

Quit to DOS: Click this button to finish playing and return to DOS or Windows® 95.

Quit to Titles: Click this button to return to the main Gender Wars screen if you want to restart the game.

Load Game: Click this button to resume a previously saved game. Click on one of the eight names and click the Exit button. You can now continue from the last mission where the game was saved.

Save Game: Click this button to save your game in progress. Select one of the

eight boxes, enter a name for your game, and click the Exit button. You can either overwrite an existing saved game or use an empty box. You can come back to this saved game later and continue just where you left off.

Inside the Mission

By now, you will have listened to the briefing and chosen your tactics, picked your troops, armed them with weapons, and sent your young hopefuls off for training. Now it's time to get down to business. Go to the mission command console and pick the Enter Mission hot spot. This will take your soldiers into the shuttle craft where they will travel to the dropping off point, disembark and make their way to the lift shaft. The shuttle craft will return for your troops at the pick up point back on the surface.

All the action takes place in the underground cities. Your job is to disprove the conventional wisdom that cities built underground would be safe from air attacks and easier to defend against invading forces. Primed with the notes you made during the briefing, you should be focused on your primary objective. The reconnaissance information should make it easy to pick out the targets and complete the mission. Easy, except for the unwanted attentions of the enemy.

The Control Panel

The control panel consists of five sections, letting you select and view the status of your soldiers' energy levels, vital signs, team groups and weapons. The lower four sections of the panel can pop down and back up to give you full view of the mission. If you need to access the functions on one section, just click on the title. Click on the title a second time to retract the section back up into the panel.

The panel's functions and operation is explained on the reference card.

The weapons panel displays the status of all the weapons the soldier is carrying. You can select two weapons for the soldier, a primary weapon and a secondary

weapon. To activate one of the other weapons your soldier is carrying, click the weapon icons to replace the primary or the secondary weapon with your new choice. Select the primary weapon with the left mouse button, and the secondary weapon with the right button. Click on the two arrows to the right of the weapons section to scroll through the full list of weapons.

The icon to the right of each weapon indicates its ammunition supply. A double loop indicates a weapon with an unlimited supply of ammunition; an electric blue blot indicates that the weapon is powered by the energy pool; and green digits show the number of shots left for a weapon with limited ammunition.

The squad section of the panel lets you control the individual soldiers and build up formations and groups. For example, you may want to split the troops into two separate groups and direct one group to one destination and the second group to another. See the reference card for a detailed explanation of group building.

This section shows the names of the soldiers in your squad. To change to controlling a soldier click on the box to the left of his/her name. The row of four numbers across the bottom of this section signifies the different groups or formations within the squad.

Strategy

You have direct control over the soldiers in the group you've currently selected. The other soldiers act on their own initiative when you aren't instructing them. Their profiles govern their behavior, most notably aggression and intelligence. The two extremes on the scale of aggression range from those who will run off and shoot anything that moves to those who stay back and pick off targets as they approach. Less intelligent soldiers will tend to lag behind or wander into the line of fire.

You can give orders to your troops to control their behavior. Any of your soldiers who are not under your direct command can be instructed to carry out maneuvers that vary from an outright attack to a strategic retreat. The reference card explains squad orders in more detail.

The game's main objective is to complete the mission that was laid out at the briefing. However, the game also tallies kills, and soldiers who have performed well will be rewarded with a new and higher rank. The soldiers' stats will also be improved after a successful mission, so that next time they will be even more effective. The game is not won until all of your missions are complete and the enemy has been destroyed.

Things to look out for along the way

Recharging points are invaluable when your soldiers are low on energy. Just walk in, charge up and go.

Elevators have a button at the top and bottom so that you can call and stop it at your floor. You will need to be standing close by the button to operate it. The pointer changes shape to indicate the hot spot for the elevator button. Click on the hot spot to call the elevator. When it stops, click the yellow foot plate. The elevator will start moving when you're on it.

Sliding doors are controlled in a similar manner. Click on the button to open, then click on the button inside to close the door. Sliding doors are often used on the main elevator to and from the surface.

You can walk through a doorway into another room or building. Just move the pointer to where the floor goes into the next room and click the left mouse button. The walls surrounding the next room disappear to reveal the inside of the room. The walls will re-appear when you leave.

If you find an abandoned tank you can climb inside and drive it around. When you see one, just move the pointer over the top of it and click the left mouse button. Be careful to check that there aren't any enemy soldiers inside. They might start shooting as you walk toward them.

Watch out for the soldiers' pill boxes. Take cover if the warning light on top starts flashing as this signals the imminent arrival of enemy soldiers.

Technical Support

If you have checked the hardware and software configurations, and followed the instructions in the troubleshooting section but you still have problems, then please contact the GT Interactive technical support help line.

Assistance Via E-Mail And Modem

Get up to the minute technical information (or just cruise our exceptionally-cool region of the net) at the GT Interactive Software web-site at http://www.gtinteractive.com. In the Support Section you can access lists of frequently asked questions, troubleshooting tips, forum discussions, and gain access to direct e-mail support. Upgrade patches can also be found on our site if they're needed.

Help Via U.S. Mail

You can mail your questions and receive a friendly, timely, and ever-so-helpful response from our technical support team by sending us a note (include as much detail as possible) about your needs at the following address:
GT Interactive Software

Attn: TS/QA Dept.
1 Nixon Lane
Edison, NJ. 08817

Help Via Telephone

Call GT Interactive Software's Tech Support at (716) 871.6646 Monday through Friday, 8 AM 'til 12 Midnight Eastern Time, except on major holidays. We recommend that you do the following when calling: Be near your computer; Have any information we'll need regarding your particular system and set up (including printouts of your config.sys and autoexec.bat at hand, if possible); Be ready to give the Technician detailed information about where you are encountering your difficulty and any messages received on the screen.

IMPORTANT: Before changing your system or software setup we recommend that you review your system manuals to ensure that your modifications will not endanger any existing information or hardware on your system or networks. Modifying your system or your software setup could cause unpredictable problems.

Credits

For the 8th Day

Game Design:	Ged Keaveney, Mark Watson, Jerr O'Carroll
Programming:	Mark Watson, Ged Keaveney, Barry Irvine
Level Design:	Ged Keaveney, Jim Bot-Masey
Graphics:	Jerr O'Carroll, Jim Bot-Masey
Introduction Graphics:	Billy Allison

Voice Actors

Paul Darrow for the voice of "Jonathan Henry-Smythe" courtesy of Hobsons.
Jacqueline Pearce for the voice of "Sarah Muchly-Jones" courtesy of CAP.
Maria Darling, Jessica Martin, Robert Firth courtesy of Castaways Agency.

Audio Production	Russell Dunham, Steven Bishop, Richard Robinson

Special thanks go to David DaCosta of Interactive Services and Sheila Britten of Castaways Agency for all of their help.

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Video Technology:	Universal VESA VBE, SciTech Software, Inc.
FMV Technology:	Smacker, R.A.D. Software Inc.

For the Publisher

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GENDER WARS

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